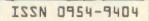




MARVEL 15 BEREAL N9129 45p GHUSTERS JAM IN A CAKE THERE'S NO FINER







aaarrrrggghh! Slimer has decided to twang the Avocal chords in his new spooky band, The Beastly Boys! The chilling tunes that he has been trying to sing have been enough to wake the dead, in this week's Winston's Diary! Slimer has suffered for his music, and now it's your turn!

Later on in this fantastic episode in the lives and after-lives of The Real Ghostbusters, Egon and the boys confront a flowery fiend in the shape of Doug Holes, the Ghostly Gardener, in the terrifying tale,

Nursery Nasty!

Apart from all your regular features there is the first exciting instalment of a new Slimer story, Dr Slimer and Mr Fred! All in all, another fantastic, slime-packed issue of THE REAL GHOSTBUSTERS, AND SLIMER! Don't forget to look for next week's issue though, as there is a special free gift on the cover.

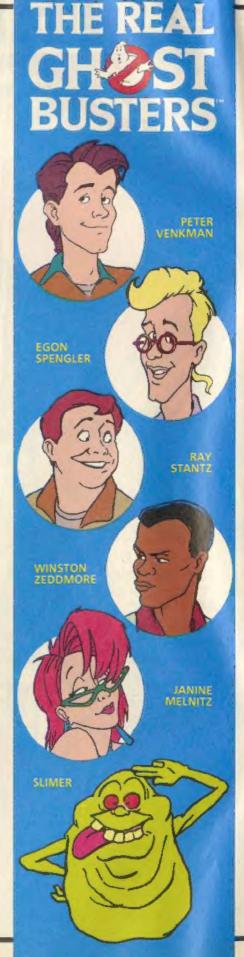
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THE REAL GHOSTERS









































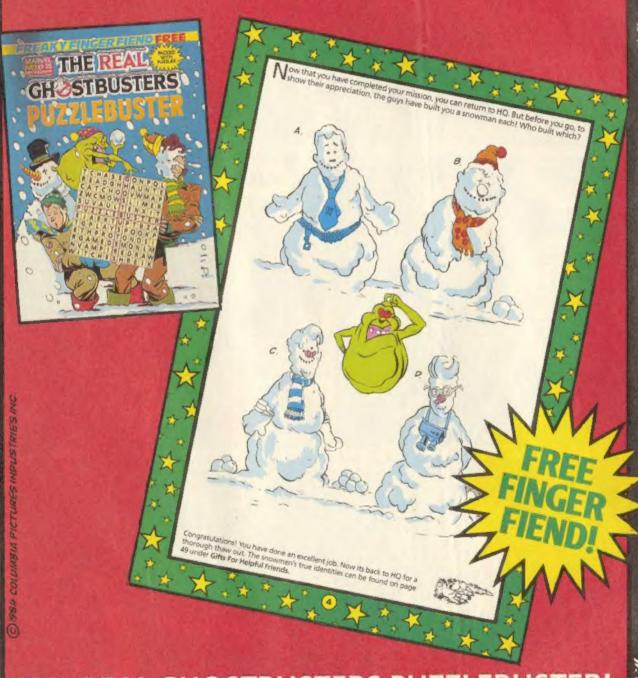








A BRAND NEW CHILLING ADVENTURE!



THE REAL GHOSTBUSTERS PUZZLEBUSTER!

ISSUE THREE ON SALE NOW!

SPENGLER'S GUIDE

Thanks to freak weather formations over the Midwest month, some awful things were beamed into the living rooms of many American homes during prime time. In Minnesota alone, over three hundred TV sets picked up Supercosmos's very own music channel.

We're still collating the data, but I can tell you now that the evidence is incredible. We saw some bizarre things. some that are too horrific to mention. But in the interest of science, I must make you aware of some facts:

1) Flares are only not fashionable in the Supercosmos, but unlike our world, they were never unfashion-

2) Just like our world, an ability to sing, is not a prerequisite of success in the world of pop music.

The people of the Supercosmos call their light musical entertainment 'Unpopular Music', or 'Unpop'. Their most successful televised show is Top of the Unpops, where the most grisly and horrendous acts go through their paces in an effort to become the most offensive and unpopular band in Pandemonium.

Among the most promising artists are: The Pet Semetary Maxi Estate, Cliff Boys, Retched and NOXOS, who all have singles in the unpop charts at the moment catchiest of which include Cliff's Missiles, Toes and



Whine, and The Pet's What Have I Got On My Duffel?

Many new bands are rising rapidly in unpopularity to challenge the groups at the top: already this year there have been massive successes for The Fairly Jovial Tuesdays. The Art of Nausia, The Stone Rosaries, The Haunted House Martins, Debbie Gibberson, and an abhorrent act called Gorge Mikal.

The XMTV programme also featured special short pieces on the current doings of some of the Supercosmos's most enduring acts: the first was a featurette on those grandaddy's of unpop, The Howling Bones. In this vivid minidocumentary we watched The Bones on tour, focussing our attention on the famous frontman Mik Jagged and the lead quitarist Keith Rictus.

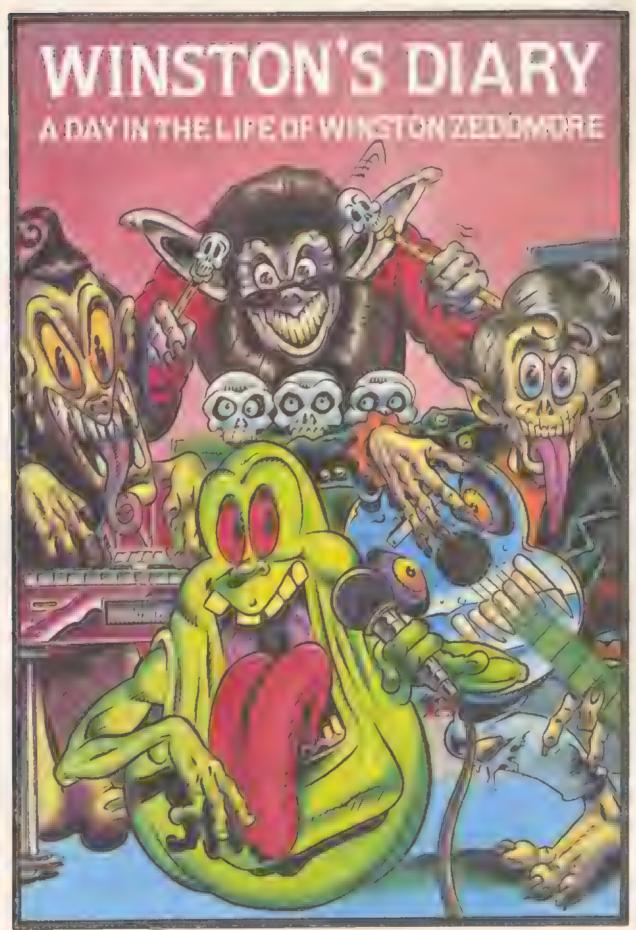
Certainly the clips of them performing some of their most famous pieces - like Brown Shoggoth, Lurking In The Shadows, Jump-start Me Up and 666 is The Number Of The Beast Of Burden showed why they had stayed unpopular, not to say despised for such a

long time.

For all you Guide followers out there, the most interesting piece of information was the fact that Zuul has just made her bid to storm to the heights of success as a recording artiste. With her backing group, The Gozerians, 'Cool' Zuul has just cut her first album, and the back of her hand, on one of Gozer's spikes. Her album - I Should Be So Lurky - and the mind-bending first single. Next Time It Won't Be Marshmallow have reached unprecedented lows in the unpop charts. It looks very much like Zuul, after an onobtrusive career as a Harbinger of Mortal Termination is set for the big time as singer of spectacular tunelessness.

The electrical storm that produced the 'ghost' interference passed on at 21.23 Eastern Standard Time and the transmission, valuable though it was, was cut abruptly short. Many believe that this was truly a blessing as the next band scheduled was New Heads On The Block.

it seems we've come a step closer to understanding the Supercosmos. And one step closer to pitying them.



Story DAN ABNETT Art BRIAN WILLIAMSON, STEPHEN BASKERVILLE and JOHN BURNS

Thursday, 22nd November 1990

When it comes to absolutely earclobberingly nasty noises, I guess I must have heard just about the worst ones that this world (or the next) has to offer. I've heard the baleful bellows of the Babblers, the chattering of the Giggling Ghoul, the fearful leldritch shrieking of Nekdasgeddon's battle armour as it clanks into the fray (or out of the fray, or around about in the fray until it can find the exit). The awful thump of ninety tons of marshmallow crushing a parked car on Fifth Avenue, the dreadful caterwaul of anguish as a blood-sucking fiend from Carpathia* gets the wrong end of the stick (i.e. the pointy end), I even heard five hundred gremlins go 'blerty!' all at the same time once, and I was left all restless and goosepimply for a week. I could go on at length, but to be honest, dear diary. I can't hear myself think. Until today, you see, I thought I'd heard the last word in loud, nasty and frightfully horrendous noises. And that last word was 'Shhhhhhh' However, all of us here at HQ are currently suffering an awesomely mindgrunging noise that makes all the other deafening, shudder-worthy sounds I've ever heard sound as insignificant and untroubling as a mouse filing his nails in the vestry of a church three miles away. When I first heard the noise, Ray was about to tell me something. After a great deal of miming, writing things down and looking at the newspaper he was holding, I eventually got my mind around what he was trying to tell me, though with a background roar like the one we were experiencing, it was the audio equivalent of trying to find a golf ball on a glacier in a snowstorm. Ray was trying to draw my attention to a notice in the small ads column of the newspaper. It read:

WANTED Vocalist to join rock foursome with view to career in rock and roll reply PO Box 666 No time-wasters

It had been ringed in what looked like green ink. "It's not really you," I explained to Ray in sign language over the din, but he shook his head, tried to explain, failed, tried again, failed and eventually dragged me bodily downstairs into reception.

If the noise upstairs had been bad, then the racket downstairs was beyond bad. It was hyper-bad, mega-bad, super-bad. It was the very most bad anything could ever be before it started to be good again. It was incredible. You could ask yourself, 'How much more bad could it be?' and the answer would be 'No more bad.



Some of the worst sounds were coming from Slimer, who was shivering his way around HO holding a microphone. The other three-quarters of the noise came from his companions. A guitarist, a drummer and a keyboard thing. They were pretty ghoulish and cadaverous and undead, but at the point I first saw them the noise they were making was the most noticeable thing, so I didn't really care what they looked like.

An inkling dawned in my mind, then grew up into a larger inkling which left home and went to college and eventually gained an MA in being a fully understood idea.

"SHUT UP!" I screamed.

The noise stopped. Suddenly everything was clear to me (except my ears, which were still ringing).

"Pardonny-wardonny?" asked Slimer.

"I said, what are you doing?" stammered.

"Practising," said Slimer authoritatively and at once the aural assault began

again, driving Ray and I back up the stairs.

We found Egon in his lab, still working (although he had a tea-cosy on his head stuffed with print-out paper to deaden the noise.)

"Egon, Slimer's making the worst noise

ever in history!" I exclaimed.

"Actually," Egon countered, worst noise in history was Kwumhastur the Black, Malign and Vast, suffering from blowback after swallowing a small volcano in Asia Minor in the third century. The sound was so loud that the humans decided not to register it. The human ear is a surprisingly selective thing. If it decides a noise is just too nasty, it filters it out. The second most dreadful noise ever was the collision of Gusskwuk and Narlyblat in the Numbly finals in 1081. I'd say Slimer's noise actually comes somewhere between the Annual Feast Of Boiled Screamhaggards and Gozer in thulking straps three sizes too tight, which is quite a way down the list...

"That's as may be," said Ray in his most patient voice, "but what are we going to

do about it?"

"There are a number of things we could do." Egon told uis.

"Like?" we asked.

"We could try and drown them out."

"We'd never manage that," I replied.

"We could go down there and try to bust them."

"We might end up busting Slimer by mistake," pointed out Ray.

"Or we could do this..." said Egon.

It worked. It was simple, really. We summoned the demonic spirit of Tohl Bloxx, the spirit of musical criticism, whose fiendish powers of pretention, flowery prose and cliché are ghastly,

dreadful and unspeakably sharp and pointy. Barely had he begun to analyse the 'melodic counterpoint and unashamed quasi-religious contrapuntal allegorical fuge that sublimated the inherant mellifluous choric anthems whilst ratiocinating the intrinsic rational of whatever the song was about, than Slimer and his band packed up their gear and fled, vowing never, ever again to think about a career in Rock and Roll.

Now all we have to do is get rid of Tohl. He's just told Janine that her voice is as graceful as 'A wood nymph hopscotching choreographically through softly falling quicksand," It's only a guess of course, but although Janine's reply won't make it onto Egon's list of the Worst Noises in History, I reckon it'll make it onto the list of the Rudest Noise in History just behind what Ponquadragor said when he dropped his scythe on his foot.



*This sounds so much like the first line of a limerick, I thought I'd supply you with one:

A blood-sucking fiend from Carpathia Had a brother who was even crazier He'd get up at dusk Don a sharp, pointy tusk

And go out to work as a glazier.

DIABOLO'S DOOR

Gargoyle statues decorating a spooky looking building had sudddenly come to life when the demolition crew had moved in.

The building had come up for auction when the previous owner had passed away leaving only one condition . . . that it wasn't knocked down before the twenty-third of November. The demolition crew had not thought a day would make any difference, and judging by what was going on they had been very wrong indeed.

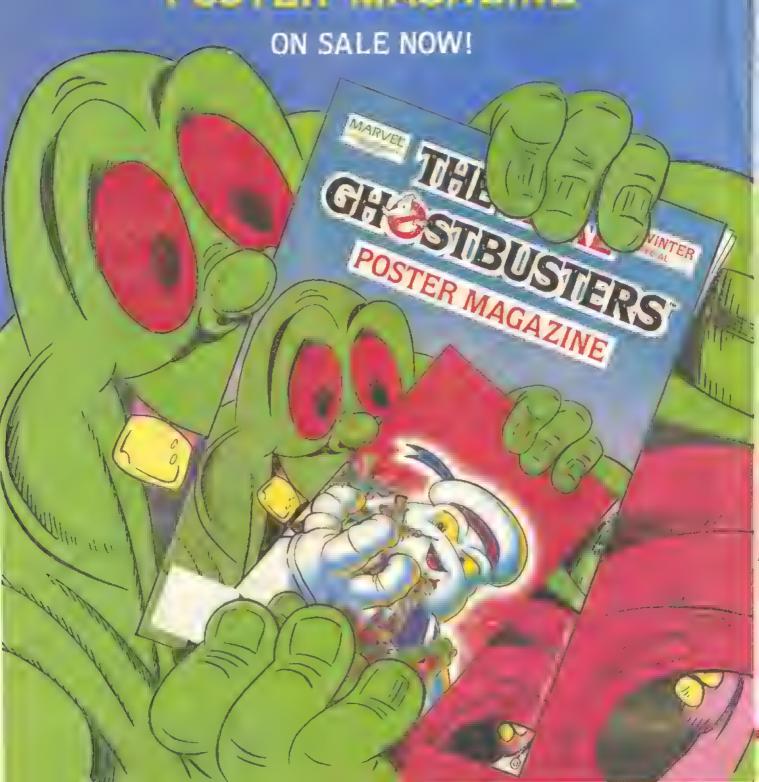
Ray and Winston soon discovered that the building was called DIABOLO'S DOOR, and Egon remembered from Tobin's Spirit Guide that Diabolo was a big league bad guy. He also remembered something about him returning at SCORPIO'S END,

meaning the last day of the star sign of Scorpio. It was the last day of that sign, so as Diabolo began to emerge into the mortal world, The Real Ghostbusters had to demolish the building before Diabolo was powerful enough to prevent it.



STICK EM UP! EVEN THE WALLS HAVE FEARS!

THE REAL GHOSTBUSTERS POSTER MAGAZINE







PAMELA & DENINYS HICKEY & MCCOY STORY

MARK BRAUN PENCILS TAMMY DANIEL

JOSEPH ALLEN INKS LETTERS/COLORS ART DIRECTOR

MICHELE MACH

KATHERINE MEMELLYN EDITOR

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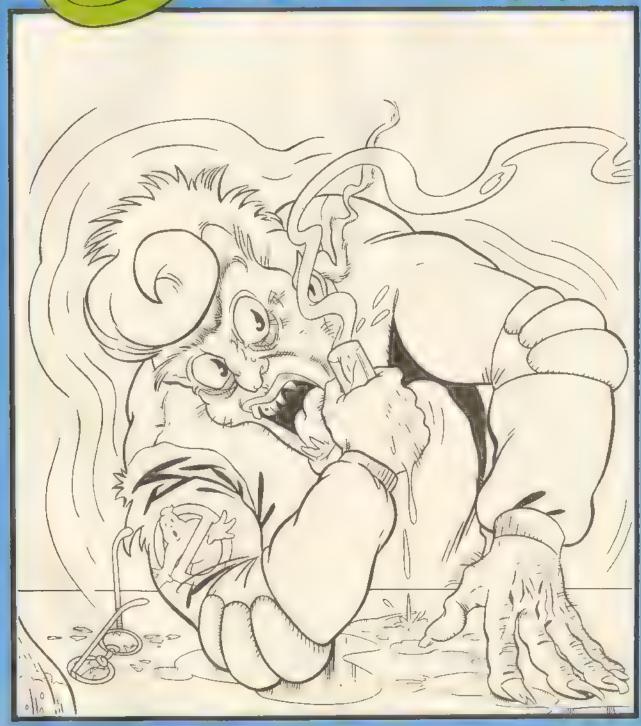






More Ghostbusting action next week!

SPECTRUM LOVELEE COLOURING-IN PAGEY- WAGEY!! LOVELEE COLOURING-IN PAGEY- WAGEY!!

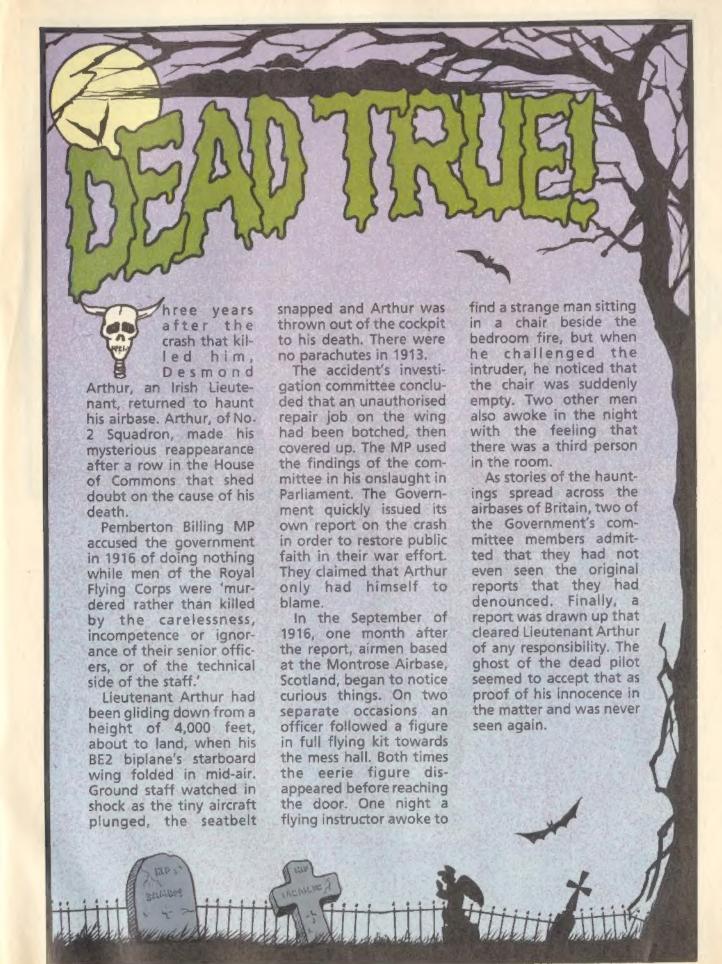


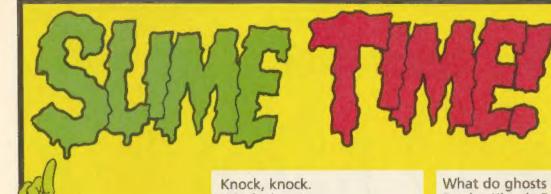


22 REASONS WITY OUR ANNUALS ARE SO FULL OF CHARACTER!

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Slimer wants your jokes! Send 'em to: SLIME TIME Marvel Comics Ltd 13/15 Arundel Street London WC2



Knock, knock.
Who's there?
Mandy.
Mandy who?
Mandy lifeboats, the ship is sinking!
— Roray Dalziel, Aberdeen

What do ghosts wash the dishes with?

Mild, green, spooky liquid?

– Paul Cheese, Walsall

What does Slimer do at a football match?
He dribbles!
— Christopher Blytin, Swindon

What do ghosts drink to get Psycho-Kinetic Energy? Spookozade!

- Edward and Robert Holmes, North London

Why did the fish blush? Because he saw the ocean's bottom!

Daniel Whittaker,
 Weymouth

on-Sea

How do you stop a mole from digging in your garden?
Hide the spade!

– Nicholas Jones, Bexhill-

NO COPIES OF THE REAL COMIC FROM NOW ON I'LL BE ORDERING MINE!

Ake sure that you get your copy of THE REAL GHOST-BUSTERS every week! With your parents permission, fill in the order coupon with your name and address and hand it to your newsagent, telling him whether you want your copy reserved for collection or delivered to your door.

To my newsagent: Please reserve me a copy of Marvel's THE REAL GHOST- BUSTERS comic every week. Reserve it for collection*/ Deliver it with our regular paper order* *Delete as applicable. NAME ADDRESS	9
SIGNATURE OF PARENT OR GUARDIAN	

GH&ST WRITING!



Hi there, Ghostbuster fans! Another rummage through the paranormal post-bag, so suck in the guts and read on . . .

Dear Peter. . .

Please could you answer my questions for me:

1. In 'Kentucky Frightening Chicken,'why didn't you have the No Ghost logo on your shoulder?

2. How come Ray and Egon had different hair styles and colours to what they had in the movies?

3. Why can't Mr Stay-Puft go through walls like Slimer can?
-Patrick Bryan, London.
PS Tell Egon he should have a hair cut!

1. Well now, Patrick. Last time I looked I had a No Ghost patch on my right arm, and I'm pretty sure that I had one when we dealt with that old farmyard fiend. 2. Everybody knows this. Where have you been for the past year. Egon ate a lumi-

fungi by mistake, and that's not a particularly clever thing to do. 3. Have you ever seen marsh-mallow travel through a wall? That's a really daft question! I don't know. After all that, I don't think you're in any position to tell Egon to have his hair cut.

I like to get all THE REAL GHOSTBUSTERS comics, but what I like the best in them is GHOST WRITING:

1. What is the worst thing you have done, apart from busting ghosts?

2. Why do you always get the crazy things to do?

Who do you like best out of Ray, Winston, Egon or Jannie?How crazy can Slimer get?

-James McDermott, Middlesbourgh

I'm glad you've got such good taste, 1. Well, if I was to tell you that, I'd get into an awful lot of trouble. Now you wouldn't want that, would you. 2. Because I'm such a crazy kind of guy. Weird, wacky, but also absolutely adorable. 3. Bit of a difficult choice I must say. I've got a soft spot for each of them, but if push came to shove I'd say I got on with Ray or Winston the best. But that's not to say I don't like the others. Oh no no, on the contrary, I love them all in my own spooky way. 4. Well, to be quite honest, I think Slimer is probably about as crazy as he could possibly be. That's if you're asking how mad he could be. If you're saying how cross could Slimmer get, well, I think he's a bit of a soft touch really. Or should I say a

squidgy, slimy touch. Yeuch! It's all too ghastly to talk about.

I think you are really cool and would like to answer these questions:

1. Why don't Egon, Ray and Winston let you bust Slimer, because he is a ghost and should be busted?

2. Ask Ray and Egon who Vigo was?

3. What is a mountain of skulls in a castle of pain, where Vigo sat on a throne of blood?
4. What is the Stay-Puft Marshmallow Man? Is he a part of Gozo, or a part of Goza?
5. Will there be an ETCO-3 and an ECTO-4?

-Stewart McClean, Horndean.

A person who knows real cool when he sees it! 1. I just don't know why they don't let me bust the little spud. But these things have got to be done, and I know I'm just the person to do it! 2. Hey! I can tell yo who Vigo is without having to ask those two. He was a sixteenth century ruler of Carpathia, a who dabbled in the black arts and vowed to return to this world to begin a season of evil. Never studied, huh? 3. Sounds like a pretty nasty place to sit, wouldn't you say? Well, if you think about it, it sounds very much like his castle was built on a huge mound of skulls, and that lots of nasty things happened there. 4. Who's Gozo? Who's Goza, for that matter? Mr Stay-Puft, the Marshmallow Man, was a form that Gozer took in order to destroy The Real Ghostbusters. 5. There already is!

Ghost Writing, Marvel Comics Ltd, 13/15 Arundel Street, London WC2



